Amendments to the Specification:

Please replace paragraph 11 with the following amended paragraph:

11.   The present invention meets the foregoing objects with a system (process, apparatus) that generates one or more of-: (a) transformations from physical models or data file representations thereof to graphical virtual objects and (b) transformations from graphical objects to haptic virtual objects and modification via a graphic-to-haptic (G2H) interface enabling such transformation and modification without writing code. (reduced./jc)

Please replace paragraph 16 with the following amended paragraph:

16.   Figures 1 and 1A shows the system and the interface modifier used for manipulating and completing objects that were created or imported into the system in a preferred embodiment. Such a system can utilize (for example and not by way of limitation thereto) commercially available high resolution digitizing systems that is are interfaced to the software and hardware as described just above. The physical system includes PC's running 300MHz Pentium II® running Windows NT® 4.0, service pack 3. This preferred embodiment system has 128MB of RAM and an OpenGL® accelerator video card of 8 MB. The high resolution digitizing system of Figure 1 has a fifty inch spherical workspace with a mean accuracy of 0.015 inches (0.38 mm). The models are saved in industry standard formats and may be seamlessly interfaced with the 3D graphics and animation software package. The system operator, by specifying Cartesian

coordinates (x, y, z), roll, pitch, and yaw orientations, controls the system cursor,

point of view, light sources and any 3D positioning tasks.